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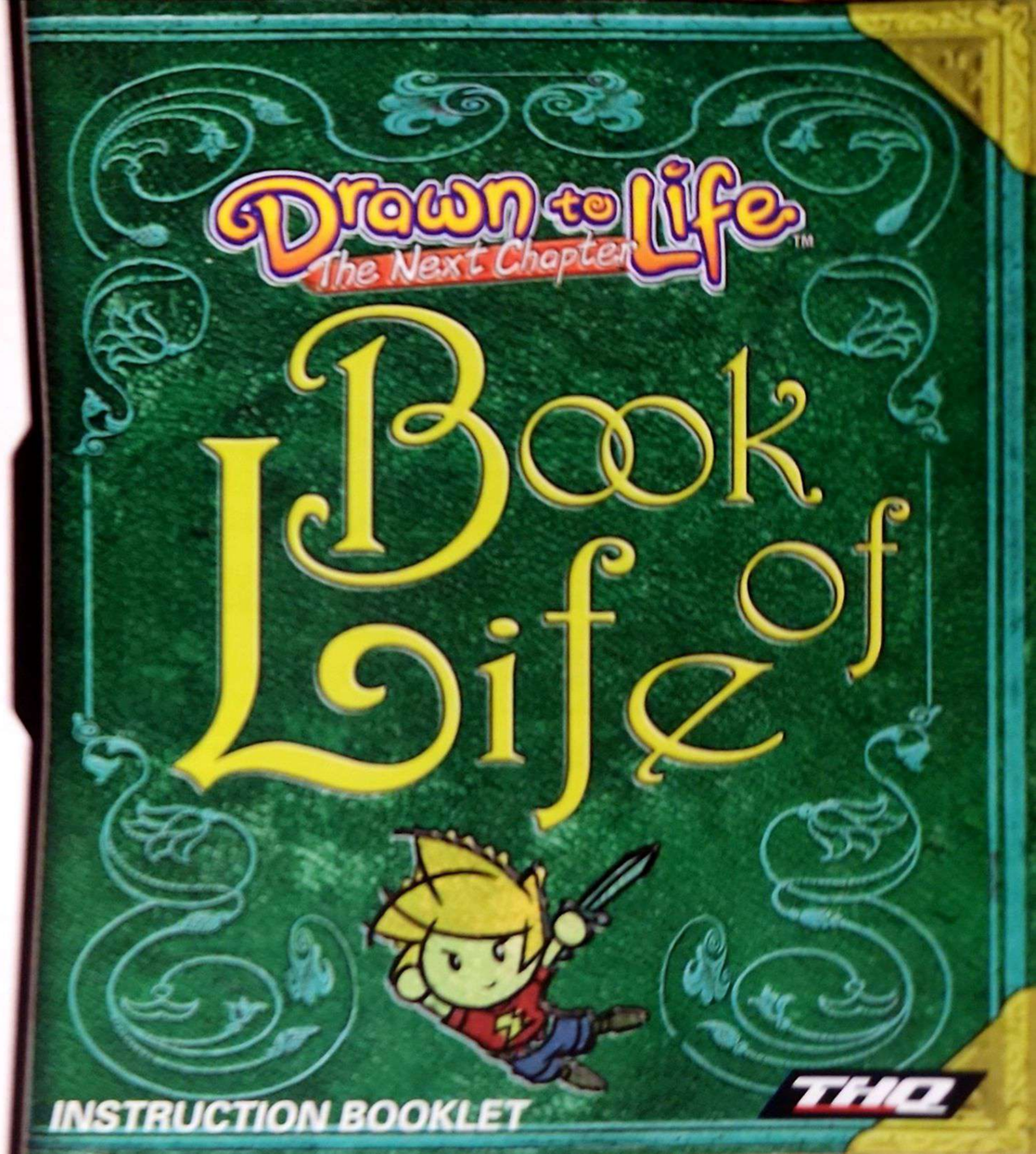
NINTENDO DS™



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Official Nintendo Seal ™

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

1-2 Wireless DS Multi-Card Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

EVERYONE E CONTENT RATED BY ESRB

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BINK VIDEO

5THCELL

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The Adventure Continues

You are the Creator, a kind and artistic being who watches over the Raposa people. When creatures of darkness threaten their world, draw your "Creation Hero" to life and use your abilities to defeat enemies and restore balance back to four unique realms.

Wilfre is stealing color from the Raposas' world and it's up to the Creation Hero to stop him! Set sail on the Raposas' turtle ship and travel to new islands of adventure. Can our heroes stop Wilfre's plan to end the Raposas' very existence?

Getting Started

1. Press the Power Button to turn the Power OFF on your Nintendo DS™ system. Never insert or remove a Game Card when the power is on.

2. Insert the Game Card of Drawn To Life: The Next Chapter into the Game Card slot of your Nintendo DS™ system. To lock the Game Card in place, press firmly until the Game Card is locked.

3. Press the Power Button to turn the power ON. The logo screens should appear (if you don't see them, begin again at step 1).

Game Controls
(default)

DRAW MODE

Activate Guides	R Button
Place Guide behind hero	X Button
Toggle Zoom	B Button
Help/Tutorial	Press the Help Button (?) while in the tool

VILLAGE MODE

Move Hero Around	+Control Pad
Talk to Character (near another character)	A Button, Touch character icon on Touch Screen
Enter Challenge (near the entrance to a challenge level)	A Button
Enter Village (near the entrance to a village)	A Button
Run	B Button (hold) and +Control Pad

Game Controls
continued

CHALLENGE MODE

Look Up	+Control Pad UP
Duck	+Control Pad DOWN
Move Hero	+Control Pad LEFT / RIGHT
Slide	+Control Pad DOWN while on a slope
Activate Action Sketch	Touch the screen or A Button near an Action Sketch Icon
Jump	B Button
Double Jump	B Button (with hero in air)
Extended Bounce	Hold B Button (after jumping on an enemy's head)
Ground Pound Attack	B Button and +Control Pad DOWN
Attack	Y Button
Change Hero Form	R Button and +Control Pad LEFT / RIGHT
Pause	START
Drawing Easel	Touch the screen or press the A Button near a Drawing Easel icon
Change Weapon	L Button and + Control Pad LEFT/RIGHT

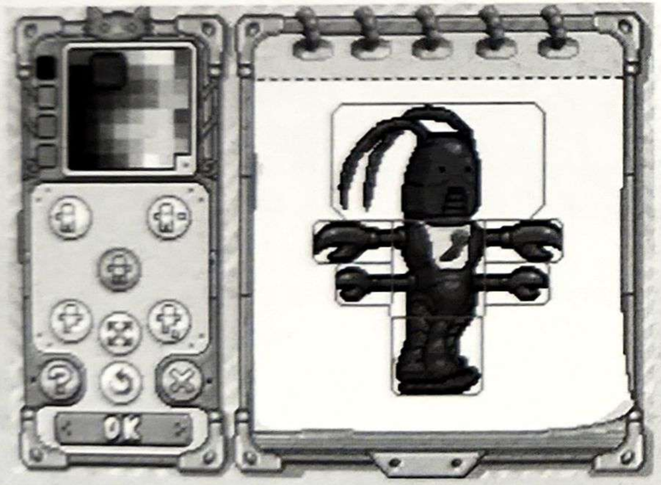
Playing the Game

This section will help you get started with Drawn to Life: The Next Chapter. When you first turn on the game, you will be asked a few questions. Once they are answered, draw a picture and then draw your hero.

1. Touch the screen to proceed.

2. The Hero Draw Mode will appear. Feel free to draw your Hero by using the various tools in the pallet.

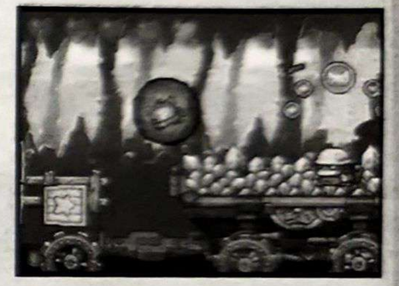
(Optional: If you wish to use one of our Pre-Drawn Guides, press the R Button to turn on guides. You can press Left and Right on the +Control Pad to choose the Pre-Drawn Guide you wish to use. To choose the Pre-Drawn Guide that is currently displayed, press the X Button to make it a part of the Hero's drawing.)



Transformations

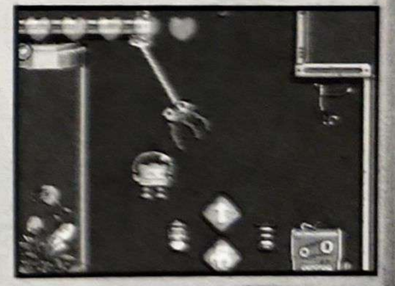
The ability to transform allows the player to morph into 3 very unique forms. Each form has exclusive special abilities to change the play style or to aid in level progression.

BLOB FORM



The blob form gives the player unique mobility options and problem solving skills to navigate platforming puzzles throughout the game. The blob has very limited speed and mobility compared to the hero form, but can squeeze through narrow passages which allow it to reach otherwise inaccessible areas. The blob can also encapsulate enemies by using its ground pound attack, when an enemy is encapsulated, the blob possesses faster mobility and can harm most types of enemies by rolling into them.

SPIDER FORM

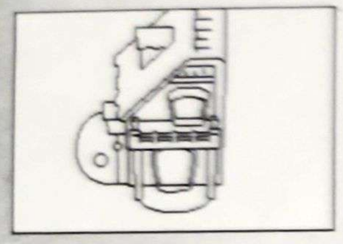


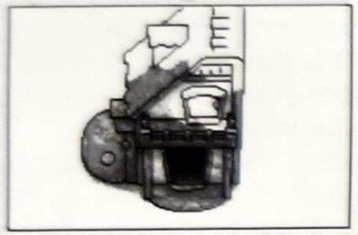
The spider form is unique in its ability to climb along walls and ceilings, as well as its signature web sling ability. Primarily used for movement and platforming puzzles, the spider form lacks the offensive abilities and precise controls available in hero form. The spider form can't climb along green moss that grows on some surfaces.

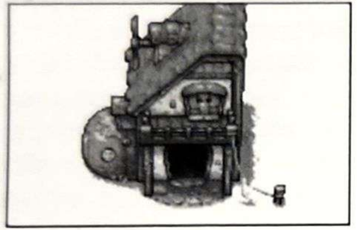
VILLAGE RESTORATION

When players receive enough color drops, they are able to restore areas of the different island villages. Players are given the medium brush tip and no other tools; the user simply sweeps up and down over an image restoring its original look. It is up to the player to decide what area they want to fill in using their color drops.

Once the player has nearly painted in the entire area the image will display a transition and show the final version without the outlines and fully painted. The player must have enough color drops to engage in coloring in the object. There will be an indicator displaying how many color drops are needed.

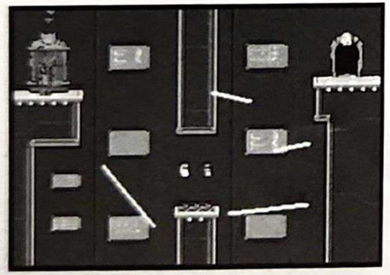






ACTION DRAWING

In some challenge levels there are portals which allow you to access the Action Drawing mode. This mode, proposes a physics puzzle that the player must solve to enable the hero to proceed. While in Action Drawing, control the camera with the +Control Pad and draw in the level using the stylus. After the drawings are complete, touching the OK button allows you to take control of your hero and interact with your drawings.



Limited Warranty

License & Warranty
In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **36171**. Please use this code to identify your Product when contacting us.

Limited Warranty
THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:
Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty
After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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